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(19) **United States**(12) **Patent Application Publication**
Weising et al.(10) **Pub. No.: US 2020/0151900 A1**(43) **Pub. Date: May 14, 2020**(54) **TRACKING POSITION OF DEVICE
INSIDE-OUT FOR AUGMENTED REALITY
INTERACTIVITY***A63F 13/50* (2006.01)*A63F 13/40* (2006.01)*G06T 19/00* (2006.01)*A63F 13/00* (2006.01)(71) Applicant: **Sony Interactive Entertainment
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Thomas Miller, Los Angeles, CA (US)***G06F 3/03* (2006.01)*H04N 5/232* (2006.01)(21) Appl. No.: **16/742,831**(52) **U.S. Cl.**(22) Filed: **Jan. 14, 2020**CPC *G06T 7/70* (2017.01); *G09G 2320/0261*
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(2013.01); *G06T 7/20* (2013.01)**Related U.S. Application Data**(63) Continuation of application No. 15/371,151, filed on
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on Apr. 13, 2010.**Publication Classification**(51) **Int. Cl.***G06T 7/70* (2006.01)*G06T 7/20* (2006.01)*G06F 3/01* (2006.01)*A63F 9/24* (2006.01)*A63F 3/02* (2006.01)

(57)

ABSTRACT

Methods, systems, and computer programs are provided for generating an interactive space. One method includes identifying a reference point in a three-dimensional (3D) space using a portable device. The reference point is calibrated to an origin point of the portable device. The method includes determining by the device a position and an orientation of the portable device at the origin point. The position and orientation is determined using data from an inertial sensor of the portable device and data from the camera. The method includes generating by the portable device an augmented reality (AR) space using the reference point. The AR space includes virtual objects imposed over or in the 3D space.

